

2018 Harford District Cub Scout Day Camp
soon to be

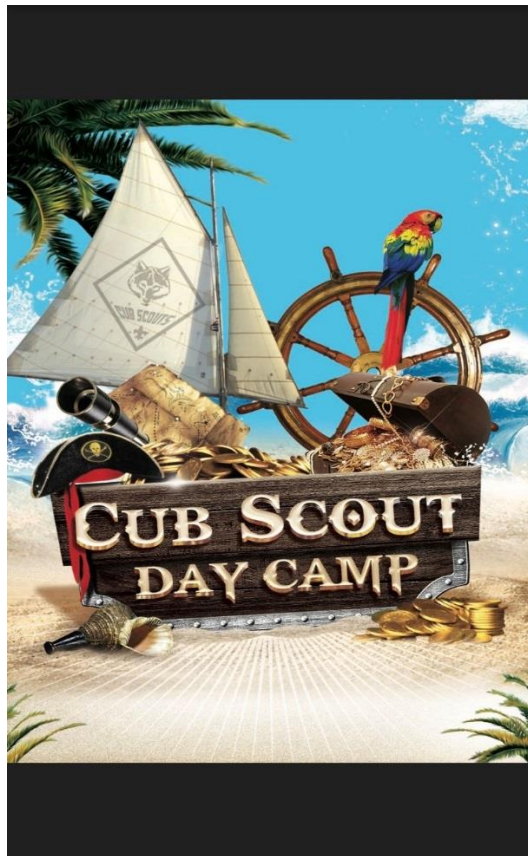
CAMP MUDDY RIVER

June 24-29, 2018

Cub Buccaneers, Adventures on the High Seas

Tidal Wave

(Water Games I)



Station Volunteer's Guide

Volunteers do not necessarily have the time;
They have the heart. And YOU are the heart of our
camp. Thank you!



Please, please read this guide!

What is being covered at most stations is important so that the scouts earn the correct achievements toward rank or advancement. Some stations are JUST for fun, though and are not designed for earning anything.

HOW YOU present the material is not set in stone and can be presented in any manner that best suits you, as LONG AS THE REQUIREMENTS ARE MET FOR THE SCOUT.

.....in other words...

If you find a better way to accomplish the requirements or if the method we have outlined doesn't seem to be working...please feel free to change it! *This is only a guide...do what works best for you and the scouts coming to your station.*

One other thing to keep in mind - some stations will be visited by all ranks. That means you may have 6 year olds through 11 year olds and may have to simplify or intensify the methods to meet the skills and knowledge of all the scouts.

Thanks again - we are glad to have you as part of Harford Day Camp!

Station Procedures

- *Read your schedule and BE PREPARED!*
- Monday: stations begin at 10:15am; Tues-Fri: stations begin at 9:15am
- Usually 2 dens at a time (max 24 youth),,,,,but there could be more
- Greet dens as they arrive. Ask for their cheer!!!
- It is very important that you start and end on time!
- Each time limit is only 45 minutes. Late arrivals CANNOT stay late; it interferes with the overall schedule. If available, they can come back at a free time.
- Execute the station with energy and enthusiasm! Let the scouts do as much for themselves as possible. It doesn't need to be perfect, they just need to Do Their Best!
- Remember the Alamo, um BEADS!! One bead/scout/participation. (*Beads can be given to the den leader for distribution.*)
- Take a breath, then prepare for your next group.

• *Last station of the day*

Organize station items in the bag/container provided and store where directed. In case of inclement weather, take your station items to the nearest shelter where directed.

Complete a Station Evaluation (inside front cover). Return to the Admin tower or the Crouse Building.

*****Last station of the week*****

Dispose of anything no longer useable: please recycle when appropriate.

- Inventory your station (See the inventory sheet in the front pocket of the station guide)
- Return all items that you can to Crouse/trailer staff.
- You are ALWAYS invited to help pack up the camp!

Station Objectives/Overview:

Water Games

- This station is for fun, and not to meet rank or belt loop requirements.
- Some scouts might not want to get soaking wet and should be respected.
- No dumping of water buckets or spraying scouts. NONE!

SAFTEY NOTE: ALL SCOUTS MUST WEAR SOME KIND OF SHOE (SNEAKERS, WATER SHOES, ETC) TO PLAY IN WATER GAMES. NO ONE MAY GO BARE FOOT.

- ❖ This is a hands on station. Games are meant to be fun and help cool off our very hot campers.
- ❖ Start each den at a different activity and rotate through all of the activities, giving them about 10 minutes at each one.
- ❖ One volunteer should lead each activity station.

Beginning Station Inventory

Water Games

Your station should have the following:

◆ Buckets	2
◆ Water squirters	10
◆ Plastic cups	3 packs
◆ Ping pong balls	3 packs
◆ Swimming pool noodles	a big box
◆ Large sponges	3

Set-up:

- Open bins and unload materials.
- Fill buckets with water located on the lawn beside the Street Pavilion.
- Lay out the activity stations:

"Duck" Splash Down:

- water squirters
- plastic 'themed' animals
- bucket (s)

Divide den in half. Give half the den a water squirter and the other half a small item.

Pair the scouts up so that each team has a water squirter and a plastic animal. One should hold the plastic animal out to the side. The one with the squirter should take 3 paces back and face their partner. On *GO*, they load the squirter from the bucket of water and try to squirt the water knocking the item out of their partners outstretched hand. Once the squirter is emptied or the item is knocked off, the players trade places.

Fill 'er Up:

- plastic cups
- ping pong balls
- water Bottles (fill with water)

Divide the group into teams of two. Have teammates stand five feet from one another, one holding a small cup with a Ping-Pong ball in it and the other a water-filled spray bottle. On "*GO*", players with bottles try to be the first to squirt enough water into their teammate's cup to float out the ball. Keep a bucket of water nearby for refilling. If teammates get closer than five feet, they must dump out the water in the cup and start over.

Drip, Drip, Drop: - Like Duck, Duck, Goose (Youngest groups)

- 1 bucket, large sponge

Dens sit in a circle. One person soaks a sponge with water and goes around the outside of circle touching each person saying drip, drip, drip... until chooses one person to drop the sponge on. The person who gets the sponge must get up and chase the first person around the circle back to the open spot. The person left standing begins again

Remove Your Shoe - Optional - with older Tags/Scouts):

- 1 large bucket with water

(Remind Scouts to put shoes back on at the end! Groups of 4 at a time lie down and hold a bucket (Large) of water between them with their feet. Each person has to remove their shoes without dropping the bucket.

Wiggly Water:

- 4 buckets (2 filled with water)
- 5 pool Noodles with Cups attached

Divide the group into 4 or 5 teams (doesn't have to be even) with each team member standing behind the other. The first team member will hold the pool noodle with the cup attached and the second member of the team will use another cup to fill it with water. On "GO", the scouts with the noodles should hold the noodle near the bottom (which makes it unstable and wiggly) and race down to the empty bucket dumping in any water that they have left. They then race back and hand the noodle off to the next team member who gets their cup filled by the scout behind them and races to the bucket. After 4 or 5 minutes, whoever has the most water in their team's bucket... WINS!

Fire Brigade:

- 2 buckets (1 filled with water)
- tiny cups

Divide the dens in half to have 2 teams in each den (approximately 5 - 7 kids). Try to make them even. Scouts should stand in a line side-by side. One full bucket at one end of the line and another empty bucket at the end. Each one should have a small cup. On "GO", the first one in line by the full bucket should fill their small cup and pass the water to the next one in line. The last one in line should empty their cup into the empty bucket. After about 4 or 5 minutes, whichever team has moved the most water from the first bucket to the end is the winner.

Make up a game if you need to change it up or if supplies are exhausted or you just need a change.

Ex: the cup on the head game

